CLAIMS

1. A game console, comprising:

a memory;

a processor; and

a console application stored in memory and executable on the processor, the console application restricting access to content based on a parental control setting.

2. A game console as recited in claim 1 wherein the parental control setting is associated with a particular media type.

3. A game console as recited in claim 1 wherein the parental control setting is associated with a rating system used in a country for which the game console is configured.

4. A game console as recited in claim 1 wherein the console application restricts access to content based on a plurality of parental control settings, each of the plurality of parental control settings is associated with a particular media type.

5. A game console as recited in claim 1 wherein the parental control setting is associated with game content.

6. A game console as recited in claim 1 wherein the parental control setting is associated with audio content.

7.   A game console as recited in claim 1 wherein the parental control setting is associated with video content.

8.   A game console as recited in claim 1 wherein the parental control setting is associated with online content.

9.   A game console as recited in claim 1 wherein the memory comprises a hard disk drive.

10.   A game console as recited in claim 1 wherein the console application presents a user interface that allows entry of at least one parental control setting.

11.   A game console as recited in claim 1 wherein the console application presents a user interface that allows entry of a game content parental control setting, an audio content parental control setting, a video content parental control setting, and an online content parental control setting.

12.   A game console as recited in claim 1 wherein the console application presents a user interface that allows entry of a password associated with at least one parental control setting.

13. A method comprising:

identifying content to be executed on a game console;

identifying a parental control setting;

analyzing the content to be executed on the game console using the parental control setting; and

executing the content on the game console if the content satisfies the parental control setting.

14. A method as recited in claim 13 wherein the content to be executed on the game console is game content.

15. A method as recited in claim 13 wherein the content to be executed on the game console is audio content.

16. A method as recited in claim 13 wherein the content to be executed on the game console is video content.

17. A method as recited in claim 13 wherein analyzing the content includes determining a rating associated with the content and comparing that rating to the parental control setting.

18. A method as recited in claim 13 wherein the parental control setting is associated with the type of content to be executed on the game console.

19. A method as recited in claim 13 wherein identifying the parental control setting includes identifying the parental control setting associated with the type of content to be executed on the game console.

20. A method as recited in claim 13 further including forgoing execution of the content on the game console if the content fails to satisfy the parental control setting.

21. A method as recited in claim 13 further including generating a message indicating unacceptable content if the content does not satisfy the parental control setting.

22. One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 13.

23. A method comprising:

identifying a type of content to be accessed by a game console;

identifying a parental control setting associated with the type of content to be accessed by the game console;

analyzing the content to be accessed by the game console using the identified parental control setting; and

allowing the game console to access the content if the content satisfies the identified parental control setting.

24. A method as recited in claim 23 wherein the type of content to be accessed by the game console is game data.

25. A method as recited in claim 23 wherein the type of content to be accessed by the game console is audio data.

26. A method as recited in claim 23 wherein the type of content to be accessed by the game console is video data.

27. A method as recited in claim 23 wherein the type of content to be accessed by the game console is online data.

28. One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 23.

29. A user interface for a game console, comprising:

a main menu configured to identify different media types that may be played by the game console; and

a parental control settings menu accessible from the main menu to allow a user to set various content restrictions for each of the different media types that may be played by the game console.

30. A user interface as recited in claim 29 wherein the different media types that may be played by the game console include a game media type, a music media type, and a movie media type.

31. A user interface as recited in claim 29 wherein the parental control settings menu further allows a user to set a password to prevent unauthorized modification of the parental control settings.

32. A user interface for a game console, comprising:

a range indicator that identifies a range of content restriction levels; and

a control movable relative to the range indicator to select a particular content restriction level.

33. A user interface as recited in claim 32, further comprising a first display region to identify a particular media type that may be played by the game console, the range indicator being adapted to identify ranges of content restriction levels for the media type identified in the first display region.

34. A user interface as recited in claim 32, further comprising a second display region to identify a summary of the content restriction for the currently selected content restriction level.

35. A computer-readable medium for a game console comprising computer-executable instructions that, when executed, cause the game console to:

identify content to be played by the game console;

identify a parental control setting associated with the identified content;

determine whether the identified content satisfies the parental control setting; and

playing the identified content if the identified content satisfies the parental control setting.

36. A computer-readable medium as recited in claim 35 wherein the identified content to be played by the game console is selected from a group of media types comprising game data, audio data, and video data.

37. A computer-readable medium as recited in claim 35 wherein the instructions further cause the game controller to modify the parental content settings after a user enters a valid password associated with the parental content settings.